

Character _____ Race _____ Class _____
 Alignment _____ Deity _____ Level _____ Experience _____ Penalty _____

Gender _____ Age _____ Size _____ Height _____ Weight _____ Skin _____ Hair _____ Eyes _____ Handedness _____

ABILITY SCORES		TEMP SCORE	TEMP MOD
SCORE	MOD		
STR			
DEX			
CON			
INT			
WIS			
CHA			

SAVING THROWS					
TOTAL	BASE SAVE	ABILITY MOD	MISC MOD	TEMP SAVE	
FORT		CON			
REF		DEX			
WILL		WIS			

SAVING THROW MODIFIERS

INITIATIVE	DEX MOD	MISC MOD	TEMP INITIATIVE

INITIATIVE MODIFIERS

SPEED	L	M	H	MAX LOAD	MAX DEX	CHK PEN	RUN
					+3	-3	x4
					+1	-6	x3

LOAD

LIFT OVER HEAD

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1 x MAX LOAD

LIFT OFF GROUND

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2 x MAX LOAD

PUSH OR DRAG

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5 x MAX LOAD

HIT POINTS

ARMOR CLASS	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC MOD	TOTAL

ARMOR CLASS MODIFIERS

VS TOUCH FLAT-FOOTED TEMP AC

ARCANE SPELL FAILURE ARMOR CHECK PENALTY

ARMOR & PROTECTION	ARMOR TYPE	ARMOR BONUS	MAX DEX	CHECK PNLTY	SPELL FAILURE	SPEED	WEIGHT

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

WEAPON PROFICIENCIES ALL SIMPLE ALL MARTIAL

BASE ATTACK BONUS				
TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABILITY MOD	SIZE MOD	MISC MOD
MELEE		STR		
RANGED		DEX		

COMBAT MODIFIERS

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WEIGHT	NOTES

SKILLS SKILL TYPE CLASS SKILL / CROSS-CLASS SKILL / PROHIBITED SKILL * CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3 CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

SKILL TYPE	TOTAL	RANKS	ABI MOD	MISC MOD	ABI	SKILL TYPE	TOTAL	RANKS	ABI MOD	MISC MOD	ABI	SKILL TYPE	TOTAL	RANKS	ABI MOD	MISC MOD	ABI	
<input type="checkbox"/> Alchemy					INT	<input type="checkbox"/> Innuendo					WIS	<input type="checkbox"/> Sense Motive	*					WIS
<input type="checkbox"/> Animal Empathy					CHA	<input type="checkbox"/> Intimidate	*				CHA	<input type="checkbox"/> Spellcraft						INT
<input type="checkbox"/> Appraise	*				INT	<input type="checkbox"/> Intuit Direction					WIS	<input type="checkbox"/> Spot	*					WIS
<input type="checkbox"/> Balance	†*				DEX	<input type="checkbox"/> Jump	†*				STR	<input type="checkbox"/> Swim (-1 / 5 lbs. of gear)	*					STR
<input type="checkbox"/> Bluff	*				CHA	<input type="checkbox"/> Knowledge (arcana)					INT	<input type="checkbox"/> Tumble	†					DEX
<input type="checkbox"/> Climb	†*				STR	<input type="checkbox"/> Knowledge (religion)					INT	<input type="checkbox"/> Use Magic Device						CHA
<input type="checkbox"/> Concentration	*				CON	<input type="checkbox"/> Knowledge (nature)					INT	<input type="checkbox"/> Use Rope	*					DEX
<input type="checkbox"/> Craft	*				INT	<input type="checkbox"/> Knowledge					INT	<input type="checkbox"/> Wilderness Lore	*					WIS
<input type="checkbox"/> Decipher Script					INT	<input type="checkbox"/> Listen	*				WIS	<input type="checkbox"/> _____						
<input type="checkbox"/> Diplomacy	*				CHA	<input type="checkbox"/> Move Silently	†*				DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Disable Device					INT	<input type="checkbox"/> Open Lock					DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Disguise	*				CHA	<input type="checkbox"/> Perform	*				CHA	<input type="checkbox"/> _____						
<input type="checkbox"/> Escape Artist	†*				DEX	<input type="checkbox"/> Pick Pocket	†				DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Forgery	*				INT	<input type="checkbox"/> Profession					WIS	<input type="checkbox"/> _____						
<input type="checkbox"/> Gather Information	*				CHA	<input type="checkbox"/> Read Lips					INT	<input type="checkbox"/> _____						
<input type="checkbox"/> Handle Animal					CHA	<input type="checkbox"/> Ride	*				DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Heal	*				WIS	<input type="checkbox"/> Scry	*				INT	<input type="checkbox"/> _____						
<input type="checkbox"/> Hide	†*				DEX	<input type="checkbox"/> Search	*				INT	<input type="checkbox"/> _____						

SKILL MODIFIERS

